

1 1 5
Run Tackle Shove



Prop 1 or 3

DISCARD: Suck it in!
You may move one extra card.

2 1 4
Run Tackle Shove



Hooker 2

DISCARD: Suck it in!
You may move one extra card.

2 0 5
Run Tackle Shove



Prop 1 or 3

DISCARD: Drop the shoulder.
+3 Run Value on your Forward
ball carrier. (Cards # 1-8).

1 0 5
Run Tackle Shove



Lock 4 or 5

DISCARD: Offload the ball!
After next tackle, skip the ruck
and give the ball to another
attackers card in that space.

3 2 4
Run Tackle Shove



Number 8

DISCARD: Take out their legs!
+2to the Tackle Value on one
of your tacklers.

4 1 0
Run Tackle Shove



Wing 11 or 14

DISCARD: Take out their legs!
+2 to the Tackle Value on one
of your tacklers.

1 1 4
Run Tackle Shove



Lock 4 or 5

DISCARD: Go the niggel!
+2 on your ruck dice roll. If you lose the
ruck, PENALTY. Slide the ruck one
space backwards. This may cause your
opponent to score.

2 4 3
Run Tackle Shove



Number 8

ON RACK: Pick n Run! If in a
winning Ruck. Stand up this
card, move rack forward 1 row.
This card now has ball.

3 3 3
Run Tackle Shove



Flanker 6 or 7

DISCARD: Weight!
+1 to the shove value of each
of your cards in this Ruck.

2 3 4
Run Tackle Shove



Flanker 6 or 7

DISCARD: Drop the shoulder.
+3 Run Value on your Forward
ball carrier. (Cards # 1-8).

3 1 1
Run Tackle Shove



Wing 11 or 14

DISCARD: Possible knock On!
+2 on the die roll when your opponent
attempts to pass the ball.

3 3 2
Run Tackle Shove



Center 12 or 13

ON RACK: Angle runner.
If this card has the ball, you may move it
sidways one space when it carries the ball
forward.

4 2 0
Run Tackle Shove



Half Back 9

DISCARD: Quick Hands!
subtract 2 from your
pass die roll.

4 2 1
Run Tackle Shove



Fly Half 10

DISCARD: Side Step.
+2 to the Run Value of the ball
Carrier.

3 3 2
Run Tackle Shove



Center 12 or 13

ON RACK: Intercept a pass.
If this card is opposite the ball passer it
steals the ball if you roll greater than the
passers run value. Give this card the ball,
move the rack forward one row.

4 3 2
Run Tackle Shove



Center 12 or 13

DISCARD: Clearing Kick!
If card #10-15 has the ball. Place the
rack on Defenders side of half way.
Give defender the ball in space of your
choice

3 3 2
Run Tackle Shove



Full Back 15

ON RACK: On the Burst! If
This Card Carries the ball and is
not tackled. Move rack 2 rows.

3 2 0
Run Tackle Shove



Wing 11 or 14

ON RACK: On the Burst! If
This Card Carries the ball and is
not tackled. Move rack 2 rows.

Go Forward Rugby
Print these out twice for each player. Use
pale coloured 120gsm card so you don't get
the two decks mixed up.
I hope no one is outraged by the lame
grafix :-)
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